Devon Braner

727-424-8114 | devonbraner@gmail.com | GitHub | LinkedIn

EDUCATION

Oregon State University, GPA: 3.9
Bachelor of Science, Computer Science | Expected June 2023
Relevant Coursework: Data Structures, Algorithms, Computer Architecture, Web Development, Databases, Usability
Engineering, Computer Graphics, Operating Systems, Parallel Programming

University of Oregon, GPA: 3.72
Bachelor of Science, Psychology & Ethics | March 2019
Honors: Psi Chi Honors Society, Dean's List 2015-2019
Relevant Coursework: Statistics, Biopsychology, Learning & Memory, Cognitive Development

PROJECTS

City Map Generator Using Wave Function Collapse Algorithm – *C/C++, OpenGL, Blender*
GitHub: https://github.com/orngepeel/WFC_Map_Generator
- Utilized OpenGL to implement procedural generation of a 3D city environment using the Wave Function Collapse algorithm.
- Implemented lighting functionality within the generated city environment.
- Created 3D tiles using Blender.
- Mapped camera movement to keyboard and mouse.

Writing Prompts Generator – *MongoDB, Express, React, Node.js*
GitHub: https://github.com/orngepeel/writing-prompts-v2 | https://github.com/orngepeel/writing-prompts-v2-server
- Developed and deployed a writing prompts generator as a Single Page Application.
- Program constructs a prompt using custom API calls to randomly select fragments from a database in JSON format, then displays the prompt to the user.

JojaMart Administrative Database – *MySQL, Express, React, Node.js*
GitHub: https://github.com/christinamakes/cs340_jojamart | https://github.com/christinamakes/cs340_joja_server
- Designed and normalized a schema for a relational database based on a fictional grocery store (Team of 2).
- Used the schema to implement a website with CRUD functionality for each entity based on possible use cases.

TECHNICAL SKILLS

Python, C++, C, JavaScript, React, Node, Express, OpenGL, OpenMP, OpenCL, CUDA, ARCore, ARKit, SQL, MongoDB, x86 Assembly, Git, Unity

PROFESSIONAL & LEADERSHIP EXPERIENCE

Undergraduate Learning Assistant – Computer Architecture and Assembly Language | *March 2022 - Present*
Oregon State University - Remote
- Facilitated student success in the course by assisting with office hours via Microsoft Teams.
- Answered conceptual and practical student questions on discussion boards.
- Utilized the Visual Studio debugger to analyze student code for the purpose of identifying issues and possible solutions.
- Graded x86 Assembly programming assignments based on a rubric.

Student Success Administrator | *October 2021 - Present*
General Assembly – Boston, MA
- Created and onboarded incoming students to in-class tools and resources.
- Tracked student pre-work data ensuring students meet 100% completion standards prior to the start of class.
- Automated Program Operations Dashboard using Google Sheets formulas to increase team productivity.

Head of Garden, Member of Camp Leadership Team | *June 2019 - August 2021*
Four Winds Westward Ho – Deer Harbor, WA
- Managed a team of 5 instructors and aided in organizing all-camp programs.
- Developed and implemented a more effective system to prevent allergen cross-contamination in the Garden.

Child Care Leader | *September 2019 - March 2020*
YMCA of Greater Saint Petersburg – Saint Petersburg, FL
- Provided childcare before and after school for children ages 11-14, ensuring a safe, and secure environment for children.
- Planned activities to promote thoughtful conversations and foster interest in STEM.